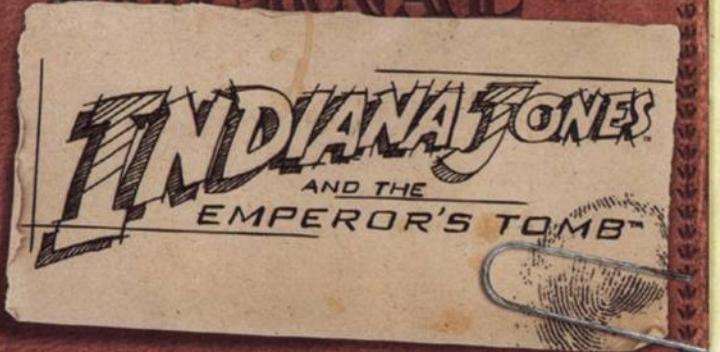


1935

JOURNAL



jan 5
Marcus says I need a calling card for when I'm out in the field and not "immersed in academia." I've scribbled some lettering to mull over, and attached it to the cover. I think it suits me. My colleagues at the College think I focus too much on my duties outside the classroom. What's the use of research if it has no practical application? Still, I need to make sure I have this semester's curriculum outlined before I get too involved in another assignment for the museum. If it weren't for the steady pay I'd take a job less strenuous than teaching! The artifacts from the class field trip only date back a few hundred years, but I know Marcus will still be interested.

jan 6

Contents

To organize my thoughts I'm referencing important material on this first page. Dad always carried a journal so he'd remember every experience. Unfortunately for me, Dad never forgets!

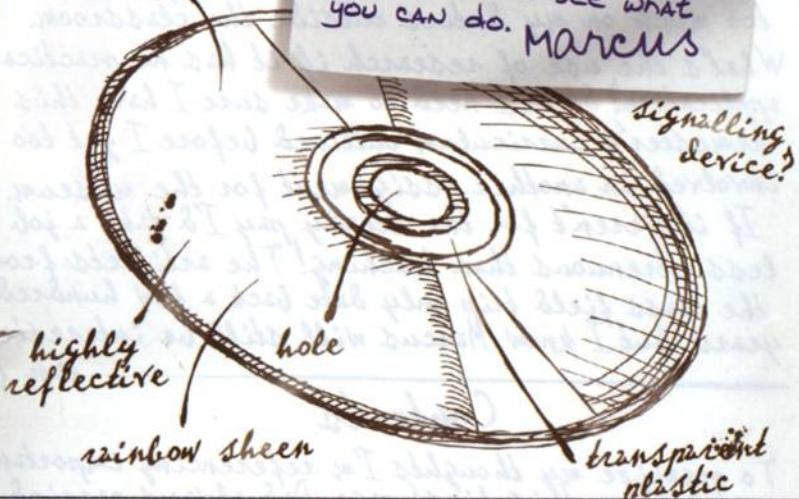
Setup 2	Status 25
In-Game Controls 4	Inventory 27
Main Menu 7	Saving and Loading 28
Options 7	Customer Support 30
Research 10	Credits 32
Basic Moves 15	Classifieds 34
Special Moves 16	Software License Agreement 36
Combat Moves 20	
Action Icons 24	

龍
之
心

SETUP & II

RENDITION

metallic surface
silver?



DATE: 08 Jan 35

SITE: Allen Dig-K

LOT #: 12

Origin unknown but created by an extremely advanced civilization. For ritual ornamentation?

MATERIAL: Man-made high-impact composite.

DESCRIPTION:

I could get this artifact to function only by observing the rules I've attached to this form. This "disc" seems to be a conveyance of knowledge.

Its function, however, is difficult to determine.

I am reminded of the prayer pillars used by Tibetan monks, so perhaps by spinning the artifact we can release its secrets.

2 discover ...

Indy - this artifact comes from our museum Archives and so far our researchers have been unable to identify it. Obviously it is very sophisticated. See what you can do. MARCUS

NATIONAL MUSEUM ANTIQUITIES ARCHIVE RESEARCH
THIS FORM AND ITS CONTENTS ARE CONFIDENTIAL UNTIL A VERIFICATION PROCESS IS COMPLETE

CATALOGUE #: 052384

COLLECTION: *undetermined*

AUTHORISED

DERIVATION: *unknown*

NOTES:

GETTING STARTED

INSTALLING THE GAME:

There are two ways to install Indiana Jones™ and the Emperor's Tomb™ on your computer. First, insert the game CD into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button. If Autorun is not enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the Indiana Jones and the Emperor's Tomb icon. Double-click on the Setup Program icon to start installation.

Once the setup program has started, on-screen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click the Help tab on the game's Launcher menu. NOTE: We recommend turning off background applications and virus scanners during installation.

STARTING THE GAME:

The game CD must be inserted in the CD-ROM drive to play. If you installed a desktop icon for the game, locate and double-click it to launch the game. Alternatively, open the Start menu from your Windows desktop, select Programs, then LucasArts, then the Indiana Jones and the Emperor's Tomb folder. Click on the Play Indiana Jones and the Emperor's Tomb menu selection.

Once you load the game, the Launcher screen appears. From this menu you can start the game or read the Help files and troubleshoot your system. View the game's Readme file for last-minute information not covered in this manual.

THIS DOCUMENTATION IS COMPLETED IN ACCORDANCE WITH THE INTERNATIONAL TREATY FOR THE PROTECTION OF ANTIQUITIES

RESEARCHER: Prof. H. Jones Jr.

CURATOR: MARCUS BRODY



NATIONAL MUSEUM



Barnett College

INTERDEPARTMENT MEMO 01/09/35

Jones -
I expect you will
not follow convention
but the trustees
require me to review
this with you
Department Heads route to all instructors. These guideline
and changes take effect ~~immediately~~. Use as outlined below
ATTN: New departmental procedures concerning the manipulat
regulatory controls. See diagram for specifications and ex

IN-GAME CONTROLS

Jan. 1, 1935. 1,985,884

FORWARD / UP	W	JUMP / SWIM	SPACEBAR
BACKWARD / DOWN	S	USE / ACTION	E
LEFT	A	CLIMB UP ROPE / CHAIN	UP ARROW
RIGHT	D	CLIMB DOWN ROPE / CHAIN	DOWN ARROW

INVENTORY SELECT	UP ARROW
PREVIOUS INVENTORY ITEM	LEFT ARROW
NEXT INVENTORY ITEM	RIGHT ARROW
INVENTORY EXIT	DOWN ARROW
PUT AWAY / EQUIP LAST ITEM	T

BLOCK	LEFT SHIFT
STALK	LEFT SHIFT
ROLL (while running)	Q
PRIMARY ATTACK	LEFT MOUSE BUTTON
SECONDARY ATTACK	RIGHT MOUSE BUTTON
GRAB	LEFT+RIGHT MOUSE BUTTON
RELOAD	R

LOOK / MOVE CAMERA	MOUSE
CENTER CAMERA	C
FIRST PERSON LOOK	C (HOLD)
PEEK LEFT (while wall-hugging)	Z
PEEK RIGHT (while wall-hugging)	X

PATENT OFFICE Filed Dec. 14, 1932 4 Sheets-Sheet 1 28 Claims. (C. 74-224.2) Serial No. 647,237

MENU CONTROLS

UP	UP ARROW	SELECT	ENTER
DOWN	DOWN ARROW	BACK	ESC
LEFT	LEFT ARROW	DELETE	DELETE
RIGHT	RIGHT ARROW		

Any instructors who do not adhere to these procedures wil

jan 10
Misplaced my Webley again. Maybe I left it
in my desk. That's what I get for not using my
holster. Read in the paper about Abner's recent
discoveries in the north Orient. Seems like
his obsession with religious antiquities is
paying off. Which reminds me, Marcus wanted
me to check out some of the recent finds of
the early Manchu Dynasty. If I can shake off
some of this academic responsibility I should
head off to Shanghai. Made a few promises I gotta
live up to. And a few bets too.



jan 12
I've been spending more time than I'd like
at the library. There must be a connection in
Topkapi's treasury that links the Sultan
to the grave robberies in North Africa. Certainly
the faience inlay on the dagger is from the
Old Kingdom. I've had Marcus check related
pieces in storage but he's found nothing. I
had hoped to discover something during the
Omega Expedition that would shed some light...
I guess I'll be visiting Istanbul on my next
~~sabbatical~~ sabbatical. So much for Hawaii!

STEAMER LINES

I overheard a wireless message coming from the cabin next to mine.

SCHIFFSKART

TE KLASSE

SHIP TICKET

IRD CLASS



小心德國人

POS. 23-24
T 09633 *

european Hafen.
European port.

INES

eten Reisenden (bei Familien
in the UNITED STATES
en worden.
dered the head of the family

Glynn 17

ment von
ll be provided from
in dritter Klasse
in the third class of the

on NEW YORK
urther from

Schiff — Eisenbahn (III. Klasse)
all (Third Class)
die folgt vereinbart
n agreed and paid as follows

für die Weiterbeförderung
for continuation of journey

Tourist
7.10.6042

81-

\$

81-

Gepäcktransport (abgesehen von
beyond this amount, nothing
europeischen Hafen nichts mehr
rt of his baggage (with the

am
on the

ily Stmt. of Cash Sales.

ate

urrency

INDIANA JONES
AND THE
EMPEROR'S TOMB™



MAIN MENU

	Surname Family name	Bornname Given names	
1	START	Select after loading a previously saved game or after choosing to begin a New Game.	
2	NEW GAME	Before you can start a new game, a session must be created so your progress can be saved. To create a session, enter a name from the alphabetical menu by navigating with the ARROW keys and pressing the ENTER key. Up to ten games can be saved.	
3	LOAD GAME	A list of previously saved games is available through this selection. Saved games may also be deleted from this screen. See page 28 for more information on loading.	
4	OPTIONS	To enhance your gameplay experience, you may want to adjust the following:	
		Controls: You can reconfigure the controls scheme with the provided presets.	
		Camera: You can reverse the vertical viewing direction for your first-person views, and the vertical and horizontal views for your third-person view.	
		Audio: You may set the volume levels of the game's Music, Sound FX, and Voice.	
		Display: You can calibrate the screen brightness and turn the subtitles ON/OFF.	
		Difficulty: There are three levels of difficulty: Easy, Medium, and Hard. These options alter your maximum Health Level and the strength of your enemies, and may provide a more challenging experience.	
5	ARTIFACTS	Find all the artifacts in the game to unlock a bonus..	
6	CREDITS	See the adventurers who brought you this incredible Indy experience!	

TEAMSHIP TICKET SCHIFFSKART
or transportation to a non-European port.

Der Fahrepreis
The passage

After starting the game at the Launcher Screen, the Main Menu appears. Press the UP and DOWN ARROW keys to highlight your selection, and press the ENTER key to confirm. Press the ESC key to exit a menu.



CLUB DIBI WAY



化譜之俱樂部 隆重登場

美國著名藝妓 人每晚於漢

Feb 3
After almost a week of digging we're still in
the mud up to our waists. I'm getting
tired of this.

特威利考

Indy
Check out this
place. Many
possibilities.

WILLIE SCOTT
Famous American Entertainer



appearing nightly



The Kelsey Museum claims Terenouthis, a
Ptolemaic/Roman site in Soknopaiou Nesos,
though it was MY research which located it!

RESEARCH



Feb 1

I've contacted the National Archeology College Association regarding Barnett's contributing budget for field work. Recent funding from the WPA has increased my overall expense margin, but the Board seems to think I'm more of a grave robber than a historian. Apparently, the Works Progress Administration specifies ~~any~~ rigid guidelines for "conservation archeology." At least the Museum knows I'm only interested in preserving and protecting antiquities from profit hunters.

Feb 8

Good news! Marcus wants me to help locate an artifact in Ceylon, and the campus Board of Directors is more than happy to send me on a sabbatical. Maybe I shouldn't have used Marcus' government connections to have FDR straighten out my budget dispute! I've cabled my friend at the Consulate for the inside scoop. I'll head out in search of the lost city of Aranpura and the Saravati Idol as soon as I hear back from him.

Feb 11

Albrecht Von Beck (?) is after the idol as well. This tip comes from a most unlikely source: Bellog! Though Bellog and I fiercely compete for the same artifacts, it appears the rivalry between Von Beck and Bellog is even greater!

I was greeted with a traditional ceremony. "Ayubowan" with hands clasped.



Feb 19
studying
Saravati
morning
course or



WEATHER FORECAST

Showers probably tonight and Saturday; not much change in temperature.

SEVENTY-SIXTH YEAR—NO. 282

NEA Feature Service

RUMORS OF LOST TOMB CAUSE SPECULATION

The First Emperor of China Is the Last To Be Found

Emperor Ch'in Shih-huang-ti unified the Empire of China by centralizing ruling power into an autocracy to govern the feudal communities in 246 B.C. Though Emperor Ch'in Shih-huang-ti was technically the ninth emperor to rule, he was the first to unify the seven states of China through agricultural and military reform. His name, "Shih" means "first," and "Huang" was the title of the previous three emperors, and Emperor Ch'in Shih-huang-ti has been considered the "First Emperor" since his self-proclamation. He created townships, built roads, standardized script writing and coinage, and unified economic and cultural exchange across the continent.

When he ascended the throne, Emperor Ch'in Shih-huang-ti began the construction of his tomb, in the tradition of all-powerful leaders of antiquity, and died in 210 B.C., while campaigning away from the Capital.

The tomb of the Emperor is widely known, and has been revered by locals for centuries; however the actual crypt or mausoleum of the Emperor himself has never been discovered, nor has a full-scale excavation been commissioned.

We interviewed Dr. Abner Ravenwood, an expert on Antiquities of the Orient, via cablegram over several days. Currently he is engaged in personal research

EUROPE

ITALIANS WILL START WAR BY YEAR'S END

Expect Campaign to Consume Four Years

Paris, Feb. 16—Great Britain has informed Italy that an invasion of Ethiopia will result in the collapse of the League of Nations and a resumption of the dangerous pre-war "balance of power" in Europe, authoritative sources said today.

London, Feb. 1.—Italy intends to attack Ethiopia on two fronts during the later part of the year and will be prepared for a four-year campaign, according to expert military opinion.

Information in the hands of the British military intelligence is that Italian military leaders themselves are preparing to

The Evening Star

LOST TOMB
(continued from page 1)

Dr. Ravenwood, how do you explain the absence of a sarcophagus? "There can be several reasons. Grave robbers. Animals. Or perhaps the Emperor is simply buried in some undisclosed location to perplex his enemies."

What about treasure? Surely he was a man of great wealth. Since none has been found in his tomb, could treasure be buried with him in this secret location? "Unlike the ancient Egyptians, the wealth of the Emperors of China generally remained in the palace or treasury for his successor. I doubt that anything of great monetary value would be found. Though artifacts invaluable to the scientific community may yet be uncovered. Palace records indicate that the Emperor commissioned hundreds of terra cotta statues from local artisans. An army to protect the dead perhaps? But I wax romantic. If the records are true, evidence of such a large assemblage would have turned up. A small statuette in the Chicago Museum is believed to be the model for its life-sized counterpart, but I don't believe the commission was ever completed."

What about treasure of religious value? "You have been talking to my colleagues, haven't you? Yes, I have been seeking out artifacts that hold great religious significance. I find the study of ancient beliefs to be fascinating. But in the case of the Emperor, he was known as a reformer and a tyrant, but not a man particularly respectful to the gods."

Do you think the Emperor will ever be found? "It is unlikely that he can be found. Unless some record exists as to where he may have been buried, I fear the First Emperor of China will never rest, which is as it should be."

Replied Dr. Ravenwood: "Archaeologists, who are called with some difficulty, have been unable to find the Emperor's tomb, which is as it should be."

If communication added that in the British view, it is up to the United States to issue invitations for a formal conference to follow informal five-power gatherings in London. It is understood that the powers still regard London

resident is en route from his California home.

When asked for his opinion about the current state of the U.S. economy, he politely declined to comment, saying

ESDAY, FEBRUARY 20, 1928

MET



The Bund or Water Front at Hong Kong, China

BY RAY

Levied other political leaders said that plans to do in a Republican candidate were "news to me." I comment further. of the political leaders because they come to me moments," he said, adding led to spend the day a prominent publisher

Cincinnati, O., Feb. 1. The Chief of Police, Department of Justice and killed in a gun battle night and his slayer, resident, was wounded. The gun battle occurred in his home, when agents attempted to break into his home.

The alleged thief was charged with murder and was hospitalized though the injuries

Dr. Jones,

Jan 14, 1935

Outline is the routine I've recommended for improving your mobility. Though you're not sustained any lasting injury from your last expedition, you seem to have a knack for getting punched in the face. Take care of that whip arm as well.

Proper exercise is the best treatment I can offer, but I've also approved a prescription for minor muscle pain. Your diet could use improvement too.

Try eating dates. A stiff belt of whiskey... don't hurt either!



Dr. B. Frodente
NY Medical Clinic (Poughkeepsie)
Plsnt Val-10-05

Dose	Quantity	Refill
2mg	30 count	No
Date:	01/14/35	

R/x: salicylic tans benzodrine

Directions: Take daily in the morning or whenever pain is prevalent.

Doctor: Bill. Frodente

Feb 27

Doc says I need to participate in less strenuous digs. If he only knew! I'm still aching from that mishap near the Marquesas Islands. I think I'll avoid the water for awhile! Checked into my hotel in London. A cable from Dad was waiting. Though the impending war hasn't really affected home yet, he sounded pretty concerned about me ~~being~~ flying back and forth across European borders. A lot of ruckus in Ethiopia lately and the French control in Somalia is falling apart. It's just diverting attention from the real troublemakers though.

I've heard that Duke Ellington is drawing in Paris

BASIC MOVES

01/14/35

Per your Doctor's recommendation, follow this routine daily.

All control descriptions use the default configuration. You can change the configuration at the Options Menu (see page 7).

NAVIGATE: Use the W, S, A, and D keys to move in any direction.

JUMP: Press the SPACEBAR while standing, walking, or running. Note: Only your whip can be used while jumping.

CLIMB: You can climb low obstacles by pressing the W key. Higher obstacles will require a jump. Press the W key up while hanging to pull yourself up, or press the SPACEBAR to dismount from a hanging position. To climb certain vertical obstacles, look for ladders, vines, stone blocks or scaffolding. Approach the wall and press the W and S keys to climb up and down. Pressing the SPACEBAR before reaching the top will cause you to let go and drop.

ACTION: The E key can perform a variety of operations depending on the situation. These can include activating the appropriate inventory item, picking up an item, opening a door, lighting a torch and more.

COMBAT: Pressing the left or right mouse buttons will make you punch/jab/kick, or utilize your weapon if one is equipped (see Combat Moves on page 20).

DRAW/HOLSTER WEAPON/LAST ITEM USED: Pressing the T key will draw or holster the last selected weapon (see Combat Moves on page 20) or item. Pressing this key will also access the last selected Inventory Item, or place an item in your satchel (see page 27).

RELOAD: Pressing the R key will reload any equipped gun with ammo from your inventory.

MOVE CAMERA: Press the C key to center the camera, and the mouse to rotate the camera.

LOOK: The mouse allows you to adjust the camera view at any time. Press the C key to center the camera, and hold down the C key to switch to a first-person view, which is very useful for aiming. While in first-person view, you can also see your Status (see page 25).

from the offices of Dr. B. Frodente

anyone would do the same for fortune and glory. 15

Geben

Frei durch Dienstmarke!



Hierbei ein
Bustellung
Vereinfachte

Bugestellt am:

Someone knows I'm here. This
German Police envelope was
slipped under my door during
the night. It's empty, but says
"Wir haben seit zweie Stuck" on
the back. See they should

SPECIAL MOVES

The Monarch Hotel, "Where the World Comes For Holiday," is proud to offer our full-service spa as part of your stay. In addition to tennis, golf and massage, we provide a wide range of invigorating activities:

SHIMMY: While hanging from a precipice, pressing the **A** or **D** keys will make you shimmy along the edge. Pressing the **W** key will pull you back up (if possible). You can dismount by pressing the **SPACEBAR**, but be careful you don't fall!

WALL HUG: Walk forward by pressing the **W** key, and then press the **E** key to hug your back to the wall. This is useful for traversing narrow ledges. To stealthily see around corners without revealing yourself to other enemies, press the **Z** key to peek to your left and press the **X** key to peek to the right. Press the **E** key again to disengage from the wall. **NOTE:** If you are carrying your gun while hugging a wall, press the **Z** or **X** key to lean around a corner, and then press the left mouse button to fire your weapon.

SWIM: Press the **SPACEBAR** to swim, and the **W**, **S**, **A**, and **D** keys to control your direction. Remember, you can only hold your breath for a limited time. Watch your Air Bar and resurface, if you can, to get more air. A lack of air detracts from your Health Meter (see page 25). Don't drown! You can pull yourself out of the water by pressing the **W** key only at an area that is close to the water level.

ROLL: Pressing the **Q** key while running will perform a roll. The roll can be used to navigate through low spaces, and is useful in evading certain traps and enemy attacks.

Our full-service accommodations also include complimentary post and cablegram services, in-room telephones, nightly live music in our World-Famous Ballroom, a Smoking Room, and a Lounge Bar open twenty-four hours.



Should you require anything, simply utilise your room telephone and our ever-ready staff will immediately assist.

Enjoy your stay in London.

ROOM NO. 2005

Thank You!



GUEST LEISURE ACCOMMODATIONS

WHIP SWING: The whip is your most valuable tool. Not only can you crack it at an enemy (see Combat Moves on page 20), but you can also use it to swing across a chasm. You can swing from a wide variety of objects that extend from walls or ceilings. Not all whip swing anchors may look like this, but if you are able to perform a whip swing a Whip Swing Action Icon will appear in the upper-right corner of the screen (see page 24). Press and hold the left mouse button to grab the marker with your whip. If you release the left mouse button before you reach the bottom of your swing, you will fall. If you hang on too long and stop swinging, press the **W**, **S**, **A**, or **D** keys in the appropriate directions to resume your swing. Furthermore, with good timing you can also swing from one target to another by releasing the left mouse button and quickly pressing the button again to strike another target.



ROPE SWING: If you encounter a rope or chain, press the **SPACEBAR** to jump and grab on. To swing, press the **W** or **S** keys. Press the **A** and **D** keys to face the appropriate direction. To climb a rope, press the **UP** and **DOWN ARROW** keys. You can release the rope (don't fall!) by pressing the **SPACEBAR** again.

SETTING A CHARGE: If you find a Demo Charge, you can strategically place it on destructible walls or floors by pressing the **E** key and running to a safe distance before the fuse runs out. An icon of a bomb will appear in the upper-right corner of the screen if you are near an area that can be affected by a Demo Charge (see page 24).

A note on falling: If you hold down **LEFT SHIFT** key while carefully walking off a precipice, you will automatically catch the edge. This technique allows you to safely lower yourself from dangerous heights. Otherwise, you will sustain varying damage from a fall. If you fall too far, you will surely die (see Health Meter on page 25). However, you will not be hurt if you fall into water, unless from a great height.

Mar 1
I arranged this hotel. Swanky!
must really think I can help.
journey. I'm
gonna be spoiled.

梅影

Wei Ying has
been teaching
me calligraphy.
I'd like to
teach her a
hand or two!



Visit Our World-Famous Sun Lounge and Ballroom
THE MONARCH HOTEL LONDON

VIA ZEPPELIN
FRIEDRICHSHAFEN



Reinstal-Post

im NS-Zeitungsverlag
Gmünd / Postfach



Herr A. VB.
Post B21 Československo
Praga



FIELD MANUAL

SKILL LEVEL THREE

COMBAT MOVES

KNOW YOUR ENEMY

You will fight your enemies in either Close Combat or Ranged Combat.

Close Combat is bare-knuckled, no-holds-barred fighting involving hand-to-hand moves, your whip, and improvised weapons.

Ranged Combat is useful in situations where long-range firepower is more effective than bare-fisted brawling, and involves a variety of guns from your trusty pistol to enemy machine guns.

When in doubt, whip 'em!

CLOSE COMBAT

Hand-to-hand attacks can range from punches, jabs, elbow smashes, kicks, knee smashes, head-butts, shoulder throws and more, depending on which buttons you press and your position to the enemy.

To punch, press the left and right mouse buttons (which correspond to your left and right fists). These buttons may also kick an enemy if the enemy is down in front of you. Use the W, S, A or D keys to control the direction of your attacks.

To grab an enemy, simultaneously press the left and right mouse buttons.

Study the examples shown at right.

FIG. 1



Junior, though I don't approve of violence (or your methods in general), this aside from my training days in the volunteer corps may prove handy should you run into trouble again. Your father

12.21.3.1.19 —

WASHINGTON D.C.

FIG. 2



FIG. 3



FIG. 4



FIG. 5



Example punches:

Most Punch Combinations can be achieved with only three button actions. If your enemy is down, you will perform Kick Combinations as well.

LMB*-LMB-LMB (basic triple-left combination)

RMB*-RMB-RMB (basic triple-right combination)

*LMB=left mouse button / RMB=right mouse button

Example grabs:

Once you have grabbed an enemy, you can perform special grapple punches or knee attacks by pressing the left and right mouse buttons. You can also throw an enemy that has been grabbed by pressing the W, S, A or D keys. Grabbing an enemy from behind performs an especially powerful headlock grapple.

LMB+RMB (grab), then LMB-LMB (knee attack), then the W key (throw enemy forward)

Example combos:

In addition to the combinations above, alternately pressing the left and right mouse buttons will perform more advanced (and devastating) combinations. Furthermore, pressing the W, S, A or D keys while tapping out any of the button combos will result in different attacks.

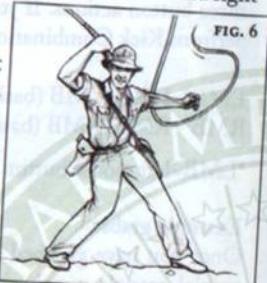
LMB-RMB-LMB

RMB-LMB-RMB



Your Close Combat weapons include your whip and a wide selection of improvised weapons you can pick up from the environment and wield for a limited time. Close Combat weapon attacks are performed with the left and right mouse buttons.

The Whip: To use the whip effectively in combat requires skill and practice, because the whip is not a particularly fast weapon. However, its ability to drive enemies backward and its variety of special attacks makes the whip a versatile and stinging weapon. Pressing the left mouse button will perform a quick, overhead strike that will knock a weapon out of your enemy's hand. Additionally, pressing and holding the left mouse button will wrap the whip around an enemy's neck and automatically pull him toward you for a powerful punch combination. Pressing the right mouse button unleashes a circular whip-clearing move that is effective in pushing back multiple enemies. Note: If you disarm an enemy, sometimes you can pick up and use his weapon. Be careful, however, as other enemies can do the same thing and use the fallen weapon against you.



Machete: Use the machete to hack your way through vine-covered passageways, or cut some ropes.

Improvised Weapons: You can use items in your environment as improvised weapons, such as a shovel, bottle, chair or even a table leg (if the table is broken first). Some improvised weapons can be used to parry blows, while others can only be thrown at an enemy. Unlike your whip, some improvised weapons may only be used a few times before they break! To pick up an improvised weapon, press the E key. Use the right mouse button to swing the object. Some objects (like bottles) can be thrown by pressing the left mouse button. Selecting a new weapon will make you drop the improvised weapon.

Grenades: Grenades will explode several seconds after you press the left mouse button. Make sure that you are out of range of the explosion!

COMBAT MOVES

BRUXELLES 1935-EXPOSITION UNIVERSELLE

OFFICIELLE

Mar 9

rusting K'zi.
between him

19.16.9.5.12.2.5.18.7

WASHINGTON D.C.

Throw Meter: If you pick up certain throwable objects, like grenades, press the left mouse button to make a Throw Meter appear on screen. As the Throw Meter rises and falls, release the left mouse button to throw the object at different strengths.

Blocking (Guard Mode): To block Close Combat attacks, hold down the LEFT SHIFT key to enter Guard Mode and face your nearest enemy. While in this position, you will be able to block attacks from both in front of you and behind you. Also, holding down the SPACEBAR and pressing the W, S, A and D keys will allow you to quickly execute special evasive moves: dash left/right, or dash back/forward. Pressing the right mouse button executes a forward somersault.



Trap Mode: Occasionally, when confronted with dangerous traps, you will automatically enter Trap Mode. While in Trap Mode, pressing the W, S, A and D keys will execute quick evasive dashes, but you cannot change the direction you are facing.

RANGED COMBAT

CLASSIFIED
Your primary Ranged Combat weapons are your pistol and whip. Unlike the whip, guns only utilize the left mouse button. Pressing the right mouse button will bash your opponent (if they are close enough) with the butt of your pistol. For weapons that fire, holding down the C key will initiate the Look Mode and an aiming cross hair appears (see page 15).

As you select or fire your weapon, your Ammunition Status appears in the lower right portion of the screen. The ammunition is shown in two counters. The first indicates the number of shots you can fire before reloading, and the second indicates the number of rounds remaining in your inventory. You can reload your weapon at any time by pressing the R key.

trust your instincts!

REQUIRED MATERIALS

This introductory course to antiquarian research covers basic field methods and the interpretation of material evidence from the excavations of historical sites; with emphasis on strata association (sequencing and seriation techniques) and the prevention of site contamination. Excavation is inherently destructive; therefore the history of excavation methodology and the ethics of disturbing sites of cultural significance will also be examined. This is a hands-on course, and requires each student to become familiar with the following in order to properly interact with the curriculum:

ACTION ICONS

The Action Icons are informative graphics that appear in the top-right corner of the screen when a special action can be performed. These Icons can provide valuable hints if you are uncertain about what to do. Note: These Icons do not appear if the game difficulty is set to Hard.



Whip
Swing



Fill
Canteen



Cut
Item



Lever/
Interactive



Pick Up
Object



Level
End



Push

Zip
Line



Demo
Charge

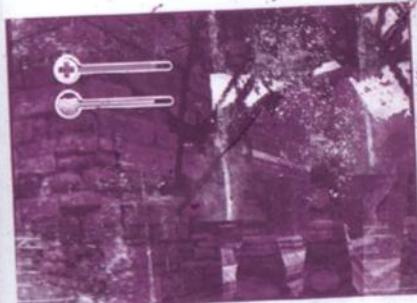


Look



Operate
Crane

Jan 07, 1935



figurine, First Dynasty.
Found in Sian, not
much patina.
about 150 cm high,
bronze. Kneeling
warrior, possibly
holding a wooden
staff (missing).
Lost wax casting

STATUS

Your Status appears whenever you are in Load Mode (when the R key is held down).

HEALTH METER: Your Health Meter ranges from green to red and reflects your current condition. Each time you receive damage (from a punch, pistol shot, fall or drowning), the Health Meter appears momentarily on screen. Watch yourself; as you become hurt, you will slump forward from exhaustion. Once your health drops below 20 percent, the Health Meter will remain on the screen. Once your Health Meter reaches zero, the game is over.

WATER METER: You need water to survive on your adventures. As you drink water, your Health Meter increases proportionately. You drink water from your canteen and refill it at the fountains found throughout the level (see Inventory on page 27).

recursion to the one
the Chicago Museum

MEMO:

"He shall not bind his soul with clay."—Alfred T. Tennyson (1809-1892)

Indiana.

Because the condition of the SAVARATI Idol was, shall we say, LESS than satisfactory, our exhibit on religious idolatry is being postponed, much to the disruption of the Museum's operating budget. I'm not giving up, however. The Museum has yet another relic it would like recovered in time for a special exhibit on the South American Chachapoyan Warriors, opening early next year. We have begun preliminary research and hope to locate the temple which we believe may contain a 2,000-year-old golden idol. Not much is known about the site; only that we are in competition with several other museums and collectors, which may add a modicum of danger to the expedition. This is YOUR area of expertise, and your chance to show the Museum that you are still our most profitable "expert of Antiquarian acquisition."

Thanks again, Indy, and better luck next time.

Marcus



NATIONAL MUSEUM

much free time in the field
26 some polished ritual stone

Barnett College

MATERIALS RELEASE FORM

All materials issued are property of Barnett College and cannot be obtained without a signed expense voucher issued by your department, and all requests must be approved by the supplies coordinator before materials can be released.

DEPARTMENT NATURAL SCIENCES

DATE 07/12/35

COURSE ARCHEOLOGY 101

PURPOSE

PROFESSOR JONES, H. JR.

FIELD SUPPLIES FOR
ON-SITE RESEARCH
(SEE ATTACHED)

SEMESTER FALL '35

DEPT. APPROVAL Dr. Snedley

MATERIALS

INVENTORY

The inventory in your Mark VII satchel changes as you acquire new items during gameplay. Your standard kit contains your whip, pistol, and canteen. To scroll through your inventory, press the LEFT or RIGHT ARROW keys, and press the UP ARROW key to select an item, or the DOWN ARROW key to exit the Inventory screen.



WEAPONS: Your whip, pistol, and other weapons are explained on page 22.



CANTEEN: The canteen restores your health by refreshing you with water. The canteen holds enough water to restore your health from 0-100 percent. You can drink water at any time by selecting it from your inventory and holding down the Left Mouse button until you reach the level you desire or until your canteen is empty. The canteen can be refilled at fountains found throughout the levels. To refill your canteen, stand at a fountain and hold down the E key. It's a good idea to fill your canteen at every opportunity.

MAP: If you should find a map, you can view it by selecting it from your inventory.

PLEASE NOTE: DUE TO NEW POLICY, AMMUNITION CAN NO LONGER BE SUPPLIED. *Jones - I'm approving this voucher for the above items only! The college will NOT replace*

SPECIAL ITEM REQUESTS

Book: "Poisons, Antidotes, and Medical Theories" by Addison.
Khyber Bowie Sword
Textbook: "Learning to Fly: An Introduction to Private

Oct 7 1935

5/5

Flars

& that rickshaw
through the city was
the T'.

culture.

6

... adventure,

SAVING AND LOADING

SAVE GAME: Your game is automatically saved at various points as you progress through a level.

If you should die during the game, you will be presented with two options: Continue from last Save Point or Quit to Main Menu.

LOAD GAME: To load a game while a game is in progress, you must first quit the game in progress, after which you will be returned to the Title Screen.



culture.

6

M. Jorges

Jan. 1935

CONSULAT ROYAL d'ÉGYPTE à PARIS

Visa ^{d'entrée}

No. 406

Date

8 FEV. 1935

Durée de validité

deux mois

Pour un seul voyage

Validité pour tous les voyages effectués pendant la durée de la validité

Droits perceus

Le Consul

TOURISTE

A. A. Kacem



THE COMPANY WILL APPRECIATE SUGGESTIONS

2 with helmet any day! I should know better than but

FROM ITS PATRONS CONCERNING ITS SERVICE

Ship Radiogram

OF SERVICE

full-rate Telegram or Cablegram unless its character is indicated by a suitable sign preceding the address.

I. M. WELTHIE
PRESIDENT

JUSTIN CASE
CHAIRMAN OF THE BOARD

M. N. CHARGE
FIRST VICE-PRESIDENT

ng time shown in the date line on telegrams and day letters is Standard Time

ived at 5 K S 9 NY

at point of origin. Time of receipt is Standard Time at point of destination.

IANA JONES
NETT COLLEGE, NEW YORK

CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed. In order to assist us when dealing with your difficulty, please have the following information ready when you call or attach it to your email to support.activision.co.uk.

1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. A copy of your Direct X Diagnostics report. To access this go to Start - Run and type dxdiag c:\dxdiag.txt and press ENTER. The report will be found in your My Computer C: drive.

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

SIGNS

DL	= Day Letter
NM	= Night Message
NL	= Night Letter
LC	= Deferred Cable
NLT	= Cable Night Letter

FORM 1935-A

If using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? what version number?

Online Services with Activision Forums, E-Mail and File Library Support

For support via the web please visit <http://www.activision.com/support> or e-mail support.activision.co.uk

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support you can contact Activision in the UK on: +44 (0)8705 143 525 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays.

For Technical Support, please contact: + 44 (0)870 2412148 between the hours of 8:00am and 7:00pm (UK time) Monday to Friday and Saturdays 8:00am to 5:00pm with the exceptions of holidays.

Your calls may be monitored

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

PAT. NOV. 3, 1912.
MAILED ENVELOPE CO.

THE QUICKEST, SUREST AND SAFEST WAY TO SEND MONEY IS BY TELEGRAPH OR CABLE

*Why do British archeologists always look
like they're on a safari? I'll take a fedora over
flying,
none other than Amelia Earhart!*

Sept 5

I couldn't have gotten through this without help from a lot of people— Special thanks to Marcus, my Father, Barnett College, and the National Museum. Oh, and George and Steven too.
 And all those to whom I owe credit:

The Collective

PROJECT DIRECTORS	Level Design	Additional Engine
VP Production	David Kelvin	Technology
Douglas Hare	Nick Parde	Boris Batkin
Creative Director, VP	Trey Turner	Additional Tools
Richard Hare	Additional Level Design	Technology
VP Development	Tony Giovannini	Lee Cooper
Gary Priest	Trent Martinez	Sound Designer
	Richard Starr	Steven von Kampen
PROJECT LEADS	Character Design/Scripting	IT Support
Lead Artist	Fred Gorchoero	Daniel Salcedo
Brian Horton	Additional Character	Human Resources
Lead Designer	Design/Scripting	Kelly Krumpitsch
Brad Santos	LJAMES	Administrative Support
Lead Programmer	Dave Winstead	Shelley Campion
Robert Hobbs	Environment Art	Susan Horton
Lead Engine Programmer	David Robert Donatucci	Production Testing
Nathan Hunt	Animation	Brian Jenzs
Lead Tools Programmer	Paul Belmore	Mikitova LIO-
Jason King	Paul 'Grim' Lee	Cinematics, Modeling
Producer	David Nilsen	Olya Mikitova
Rick Watters	Additional Animation	Andrei Poxolotin
	Roberta Browne	Sergey Golubchuk, Lead
PROJECT TEAM	Modelers	Roman Iguba
Technology	Greg Baldwin	Vyacheslav Kondrashov
Kevin Christensen	Allen Kerr	Alexey Manita
Patrick Cyr	James Ma	atGames-
Paul Im		Cinematics, Modeling
Michel de Messieres	Storyboards	Michael Gates, Lead
Jun Zhang	Hong Ly	Jackie Liu, Lead
Additional Technology	Engine Technology	Mandy Cheng
Brett Cook	Rachid El Guerrab	Merlin Cheng
Adam Croston	Mike Singleton	Andy Liu
Marco McCall	Andi Smithers	Shark Liu

LucasArts Entertainment Company

Producer	QA Testers (cont.)	Voice Director/Producer
Jim Tao	Scott Taylor	Larragh O'Farrell
Assistant Producer	Tim Tepperman	Lead Voice Editor
Mate Schaumberg	Jonny Rice	Cindy Wong
Level Design	Erik Rauch	
John Drake	Manager of International	Voice Editor
Quentin Wescott	Production	Will Beckman
Matt McNamee	Darren Hedges	Assistant Voice Editor
Story/Dialog Consultants	International Producer	Burke Pemberton
Michael Stemple	Karen Finch	Voice & International
Justin Lambros		Dept. Coordinator
QA Testers	International Testers	Jennifer Sloan
Hugh 'BOBO' Moore, Lead	Erik O'Keady, lead	"The Raiders March" From the
Roger Romero, Asst. Lead	Mark Montuya	motion picture RAIDERS OF THE
Bryan Pinoki, Asst. Lead	Matt Chang	LOST ARK Written by John Williams.
Bertrand Estrellado	Lead Sound Designer	Published by Bantha Music (BMI)
Bob McGhee	Nick Peck	and administered by Ensign Music
Eric Knudson	Sound Assistant	Corporation throughout the world.
Jeffrey Gullett	Andrew Cheney	
John Lowenthal	Music Composer	
	Clint Bajakian	

Voice Credits

Indy	Homunculus, Triad Ghoul
David Esch	Kevin Michael Richardson
Wei Ying	SS Soldier 2
Vivian Wu	Jim Ward
Marshall Kai,	German PA Announcer,
Ch'in Shi-Huang-ti	Ivory Hunter (Russian)
Keone Young	Phil Proctor
Von Beck, Ivory Hunter	Triad Grunt 1,
(South African)	Triad Grunt 2, Waiter
Nick Jameson	Arthur Eng
Richter, SS Soldier 3	SS Soldier 1
Kai Wulff	Herbert Primig
Peng Twin 1, Peng Twin 2	Turkish Mercenary
Jennifer Yen	Keren Hanzi
Wu Han	Palace Guard
Alan Drevin	Lei Yin



Vocals Recorded at Screenmusic Studios

Engineers	Gregory Harsh, Beeline Group
Ernie Sheesly	Manual Editors
Gordon Suffield	Mollie Boero
Arnold Geher	Brett Rector
Assistant Engineers	Packaging
Eric Lewis	Drew Struzan, Illustration
Lisa Carlson	Hamagami/Carroll & Associates,
Crystal Wright	Design
Chicago Recording	Product Support Supervisor
Company Engineer	Jay Geraci
Michael Mason	CD Burning Goddesses
Assistant Engineer	Kellie Walker
Danny Karabaic	Wendy Kaplan
Lucasfilm Licensing	Very Special Thanks
Stacy Cheregotis	George Lucas
Amanda Burns	
Chris Goldhaber	
Kristi Kauiman	
Content Coordinator	
Justin Lambros	
Director of Marketing	
Liz Allen	

Product Marketing Manager

San Saliba

Public Relations

Tom Sarris

Heather Twiss Phillips

Alexis Mervin

Marketing Coordinators

Karina Hallum

Kathy Apostoli-Greene

Sales and Channel Marketing

Meredith Cahill

Alyx Huyhn

Greg Robles

Katy Walden

Mike Maguire

Tim Moore

Internet Marketing

Jim Passalaqua

Melissa Federoff

Tony Lewellen

Creative Services

Patty Hill

Cassandra Dominguez

CLASSIFIEDS

IS YOUR GUN NO FUN?

IS YOUR WEBLEY WOBBLY?

Then bring in your misaligned firearm to Charlie's Depot for a thorough cleaning and alignment. Shoot sure every time!

GUARANTEED!



Only American firearms, please. Only guns with functioning chambers are guaranteed.

CHARLIE'S DEPOT

SANTA FE, NM

METALLO-FIND

FIND BURIED TREASURE!

With our sensational new DeLux model, anyone can be an archeologist! Equipped with our special patented voltmeter and radiation controls, the Metallo-Find is ABSOLUTELY GUARANTEED to detect buried precious metals up to 25 feet! Not recommended for use underwater. Riches are not guaranteed. Metallo-Find is for entertainment purposes only.

"If it is made of metal, Metallo-Find will know it"

WRITE FOR FREE, INTERESTING BOOKLET

Harsh's Habadashery

We carry a full line of men's hats to cover not only your head but every situation!

Goin' on safari?

Our durable canvas pith helmets are indispensable! Need to look suave for the lady adventurer? Nothing is sleeker than a well-fitted fedora!



Durable, Handcrafted, Custom Fitted.
Visit Our Stores In Detroit and Brooklyn!



...Go First Class to EUROPE

Complete ocean travel comfort costs less when you go First Class with Universal.

\$80 Weekly Sailings to and from Europe
one way round trip \$152

UNIVERSAL MAIL LINE

PILOT FOR HIRE!

Need to get there in a hurry? Don't have time to go through proper channels? Stationed in Britain, my Waco Biplane can land in the most rigorous of circumstances. No advance booking necessary! No distance too great! Ask for Jock.

This pilot does not endorse the act of smuggling, avoiding customs, or the transport of animals; and is not responsible for complications due to bad weather. BYOP (bring your own parachute).

FREE: Rare, loveable pet tarantula needs good home. Not poisonous, rarely bites, good with kids. Owners moving to Arctic. Scientific-minded persons preferred. Cage included.

WANTED: Egyptian artifacts. Due to European looting many of Egypt's national treasures have left the homeland to the private collections of wealthy aristocrats. Help us resurrect the past by returning stolen items. Contact your local embassy or visit Imam's House in Cairo for expert appraisal.

Looting Undermines Cairo's Artistic Standing

What? No snake repellent?

BOOKS FOR THE SCIENTIFIC COMMUNITY

Expand your library with these handsome leather-bound volumes. Each contains the latest in scientific discoveries and new theories from today's most respected world universities!



No advance purchase necessary! Simply write for Volume One and you shall receive a new volume with your bill every month! Just look at what awaits:

VOL. 1 - POISONS, ANTIDOTES, AND THEORY

VOL. 2 - UNDERSTANDING EGYPT

VOL. 3 - EARTH'S VENOMOUS REPTILES

And more! Isn't it time you invested in yourself?



LOW SUMMER ROUNDTRIPS

TO THE

ORIENT

Why pay more? Comfort and convenience are available on our mail ships, without the luxury liner price! We sail every week from New York to China via Hawaii, with fortnightly sailings from the West Coast.

CHINA \$410

JAPAN \$512

PHILIPPINES ... \$554

For details, see your travel agent

NATIONAL TOURS, INC.

Reduce Travel Expense



Accommodates 2 or 4 persons. 12- and 16-foot lengths. Highest quality. From \$625 to \$895. WRITE FOR FREE CIRCULAR.

JACOB'S REPAIR

Make your old whip crack like new with Jacob's Whip Repair, an oxide-free natural oil derivative. Smells like a million bucks too! Our secret formula will help your whip keep its braid, and is guaranteed to extend the life of the cracker. Order today!

JACOB'S OIL AND LEATHER BOSTON, MA

FOR THE OUTDOOR DETECTIVE!



Works Like
Magic!

No Mechanical Parts!
just \$4.99

Find your way with our attractive compass, beautifully designed and crafted with the precision that Connor Products is famous for. Go off the beaten path with confidence.

Life is an adventure! But it's better if you know where you are going. Buy a Connor Compass today and become the leader you've dreamt of becoming. Check out our portable transit too! Write for our catalog!

Strong as the Nation



UNITED

Safeguarded

LIFE INSURANCE

Government-Protected Life Insurance
For the Dangerous Lifestyle

All references and ads depicted herein are fictional.

GUARANTEED BY PHILADELPHIA GUARANTEES INC.
REG'D TRADE

BY
AUTHORIZED OFFICER.

Number
CO10373

INCORPORATED UNDER THE LAWS

AMERICAN

IMPROPER CONDUCT WITH THE

This Certifies that

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. (ACTIVISION).

LICENSED LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP: All site, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, International copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Copy this Program onto a hard drive or other storage device; you must run this Program from the included CD-ROM (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently).
- Use the program, or permit use of this Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by this Program.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations. By using this Program you are warranting that you are not a "foreign person," as defined by U.S. government regulations, or under the control of a foreign person.

OF THE STATES OF THE UNITED STATES OF AMERICA

BULLWHIP MFG. COMPANY

PRODUCT IS PROHIBITED AND WILL VOID ANY WARRANTIES

*** HENRY JONES, JR. *** is the holder of the

Software License Agreement

ACTIVISION Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, ACTIVISION agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Centre of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by ACTIVISION. In the event that the program is no longer available, ACTIVISION retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mismanagement, or neglect. Any implied warranties applicable to this product are limited to the 90 day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for \$10 U.S. (AUD \$19 for Australia, or £10.00 for Europe) currency per CD or floppy disk replacement

Note: Certified mail is recommended.

In Europe send to:

WARRANTY REPLACEMENTS
ACTIVISION (UK) Ltd., Parliament House, St Laurence Way, Slough, Berkshire, SL1 2BW, United Kingdom.
Disc Replacement: +44 (0)8705 142 525

In Australia send to:

WARRANTY REPLACEMENTS
ACTIVISION Asia Pacific, Level 5, 51 Rawson Street, Epping, NSW 2121, Australia.
Disc Replacement: 012 9899 0955



LUCASARTS
ENTERTAINMENT
COMPANY LLC
P.O. BOX 10307,
SAN RAFAEL, CA
94912

This game and manual are
each a work of fiction.

All of the characters,
events, locations, logos,
and entities portrayed or
depicted are fictional.

© 2003 LucasArts Entertainment Company, LLC. © 2003 Lucasfilm Ltd. & TM. All rights reserved.

Used under authorisation.
LucasArts and the LucasArts
logo are trademarks of
Lucasfilm Ltd.

SOFTWARE LICENSE AGREEMENT CONTINUED

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, + (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.



© 2003 LUCASARTS ENTERTAINMENT COMPANY LLC.
© 2003 Lucasfilm Ltd. A TM. All rights reserved.
Used under authorization. LucasArts and the
LucasArts logo are trademarks of Lucasfilm Ltd.